

# 12 and 24 Hour Clock



A game which explores the different ways of telling the time. Students will practise the conversion of 12 to 24 hour clock times and vice versa. The activity also encourages the language of agreement/disagreement and of justification.

Suitable for students aged 5+

**Learning Outcomes:** Students will be able to recognise the time recorded in a variety of different ways, and will be able to convert 12 and 24 hour clock times.

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# 12 and 24 Hour Clock

Developed by Alison Symonds at Bedford LA  
Illustrated by Peter Bennett

**Theme: Telling the time**

**Age range: 5-8**

**Context:**

A game which explores the different ways of telling the time. Students will practise the conversion of 12 to 24 hour clock times and vice versa. The activity also encourages the language of agreement/disagreement and of justification.

**Preparation:**

Print out the A4 sheets.

If possible, laminate or cover the print outs in 'clear pvc self adhesive film'. Then cut out the squares to make the time cards. We have included versions without coloured borders in case you wish to print onto coloured card.

**HOW TO PLAY:**

You need four players divided into two pairs, Pair A "the Matchers" and pair B "the Judges".

1. The Matchers have one set of 12 cards (all one colour). One of the pair takes the 6 cards that have clocks in the corner, and the other takes the rest. They hold them so that they can see each others cards, but the Judges can't.
2. The Matchers must aim to get rid of all their cards, by handing them over to the Judges.
3. The Matcher with the clock cards begins by reading one of them aloud. The second Matcher decides which of their cards matches it.  
They show their two matching cards to the Judges.
4. The Judges decide whether the Matchers are correct and say either 'I/we agree because...' or 'I/we disagree because...'
5. If the Judges agree with the Matchers, the Matchers can pass their cards to the Judges.
6. Repeat steps 3-5 until the Judges have all the cards.
7. The Matchers and Judges then swap roles and repeat the activity either using the same set of cards or a different set.

We have included the times written in 3 different formats, for example "3 in the afternoon", "3pm" and "15.00". You can choose which two of the three sets to use for the game. If you wish to familiarise students with AM and PM in relation to morning and afternoon, you can use 6 cards of each type (the clocks have different coloured faces to differentiate the cards) or you can trade out the "morning" and "afternoon" cards with the "AM" and "PM" cards to use with the 24 hour clock.

**Learning Outcomes:**

Students will be able to recognise the time recorded in a variety of different ways, and will be able to convert 12 and 24 hour clock times. If you have found further learning outcomes please share them by emailing [collaborate@mantralingua.com](mailto:collaborate@mantralingua.com).

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(You can purchase a professionally printed, sound-enabled version of this activity with pre-cut cards from [www.mantralingua.com](http://www.mantralingua.com). Students can use TalkingPEN to record and re-record aurally onto the pages and cards. Recordings can be saved and used for assessment, or shared with other classes and schools via "ShareLINK".)



1:00 in the  
morning



9:00 in the  
evening



1:00 in the  
afternoon



8:00 in the  
morning



12:00 midday



7:00 in the  
evening



2:00 in the  
afternoon



11:00 in the  
morning

01:00

21:00

13:00

08:00

12:00

19:00

14:00

11:00



1:00 in the  
morning



9:00 in the  
evening



1:00 in the  
afternoon



8:00 in the  
morning



12:00 midday



7:00 in the  
evening



2:00 in the  
afternoon



11:00 in the  
morning

01:00

21:00

13:00

08:00

12:00

19:00

14:00

11:00



2:00 in the  
morning



5:00 in the  
afternoon



10:00 in the  
morning



9:00 in the  
morning



10:00 in the  
evening



4:00 in the  
afternoon



5:00 in the  
morning



11:00 in the  
evening

02:00

17:00

10:00

09:00

22:00

16:00

05:00

23:00



2:00 in the  
morning



5:00 in the  
afternoon



10:00 in the  
morning



9:00 in the  
morning



10:00 in the  
evening



4:00 in the  
afternoon



5:00 in the  
morning



11:00 in the  
evening

02:00

17:00

10:00

09:00

22:00

16:00

05:00

23:00



4:00 in the  
morning



6:00 in the  
afternoon



2:00 in the  
afternoon



9:00 in the  
morning



7:00 in the  
morning



11:00 in the  
evening



3:00 in the  
afternoon



11:00 in the  
morning

04:00

18:00

14:00

09:00

07:00

23:00

15:00

11:00



4:00 in the  
morning



6:00 in the  
afternoon



2:00 in the  
afternoon



9:00 in the  
morning



7:00 in the  
morning



11:00 in the  
evening



3:00 in the  
afternoon



11:00 in the  
morning

04:00

18:00

14:00

09:00

07:00

23:00

15:00

11:00





3:00 in the  
morning



8:00 in the  
evening



3:00 in the  
afternoon



11:00 in the  
morning



12:00 midnight



6:00 in the  
morning



2:00 in the  
afternoon



7:00 in the  
morning

03:00

20:00

15:00

11:00

00:00

06:00

14:00

07:00



3:00 in the  
morning



8:00 in the  
evening



3:00 in the  
afternoon



11:00 in the  
morning



12:00 midnight



6:00 in the  
morning



2:00 in the  
afternoon



7:00 in the  
morning

03:00

20:00

15:00

11:00

00:00

06:00

14:00

07:00



1:00 am



9:00 pm



1:00 pm



8:00 am



12:00 pm



7:00 pm



2:00 pm



11:00 am



2:00 am



5:00 pm



10:00 am



09:00 am



10:00 pm



4:00 pm



5:00 am



11:00 pm





04:00 am



6:00 pm



2:00 pm



09:00 am



07:00 am



11:00 pm



3:00 pm



11:00 am



3:00 am



8:00 pm



3:00 pm



11:00 am



12:00 am



6:00 am




2:00 pm



7:00 am



## 12 and 24 Hour Clock - Instructions for the Matchers

- 1 You are working in two pairs. Your pair play as the Matchers, and the other pair play as the Judges.
- 2 You have one set of 12 cards (all one colour). Six of them have a clock  in the corner. One of you take the six cards with the clock, and the other takes the rest of the cards. You can look at each others cards, but do not show them to the Judges.
- 3 You must aim to get rid of all your cards, by handing them over to the Judges.
- 4 The Matcher with the clock cards begins by reading one of them aloud. The other Matcher decides which of their cards matches it.
- 5 Show your matching cards to the Judges. The judges decide whether you are correct and say either 'I/we agree because...' or 'I/we disagree because...'
- 6 If the Judges agree with you, you can pass your cards over to them.
- 7 Repeat steps 3-5 until the Judges have all the cards.
- 8 After the game you should swap roles and become the Judges, and repeat the activity either using the same set of cards or a different set.

## 12 and 24 Hour Clock - Instructions for the Judges

- 1 You are working in two pairs. Your pair play as the Judges, and the other pair play as the Matchers.
- 2 The Matchers have one set of 12 cards (all one colour). Six of them have a clock in the corner. One Matcher takes the six cards with the clock, and the other takes the rest of the cards. They will look at each others cards without showing them to you.
- 3 The Matcher with the Clock cards begins by reading one of them aloud. The other Matcher decides which of their cards matches it. They must then show the matching pair to you, the Judges.
- 4 You must decide whether or not they are correct and say either 'I/we agree because...' or 'I/we disagree because...'
- 5 If you agree with the Matchers, they will pass the pair of cards over to you.
- 6 Repeat steps 3-5 until you have all the cards.
- 7 After the game you should swap roles and become the Matchers, and repeat the activity either using the same set of cards or a different set.